

DGLL Match day protocols 22-23

The Racecourse

Central Venue for all u8-u12 games

Address

Racecourse Playing Fields

St Mark's Road

Derby

DE21 6AL

[Get directions](#) or [parking information](#) by using the link to Derby City Councils site.

There is an overspill facility that is used on most weekends at Derbyshire County Cricket Club, and you will be directed by the on-site Council Rangers to the relevant parking area being used on the day.

Make your way from the Car Parks to the central area adjacent to the 3G pitches, this is referred to as the ATP by the Council.

At the Rear of the building teams MUST sign in and confirm to the DGLL official (Paul Randle) that you have your player ID cards available for viewing. You cannot play without the ID cards. These can be either in printed or Digital Form, although the DGLL recommends that Digital access is by a screenshot to your device as the mobile signal cannot be guaranteed and will not be accepted as a reason not being able to produce ID.

U8 & U9 teams will normally be playing on the 3G and once having signed in can proceed to the general area of the ATP to meet and warm up,

U10, U11, & U12 teams will be allocated one bag of equipment each and the protocol for erecting the goals and putting the respect barriers up and down is detailed below.

U13 & above, the home team is responsible for all nets, respect barriers etc and the protocol is detailed below.

The equipment to be returned as per the protocol and teams must log the equipment back in to the DGLL Officer.

Following a lot of problems last season, teams not complying will be charged and fined this year for failing to comply with the protocols. The maximum fine is £100

DGLL Racecourse Provision

Procedures 7v7 GRASS PITCHES

Home Team: To collect 1 x 7v7 pop up goal bag & Respect Barriers and Managers & Parents indication signs.

Away Team: To collect 1 x 7v7 pop up goal bag & Corner Flags, Litter bins.

Please note Parents & Spectators must locate opposite to Managers and Players.

7v7 pop up goals

7v7 Pop up Goals Key Assembly codes.

Blue = Crossbar.

Green = Base bar.

Red = Medium length Run Back

Black = Short length either upright extension or short Run Back.

Dismantling 7v7 Pop up Goals for storage Home & Away teams

Blue = Crossbar. Connectors must be removed.

Green = Base bar. Connectors must be removed.

9v9 Goal Assembly: U12 TEAMS ONLY

In the Box

2 X GOAL Nets

2 x Respect Ropes.

In the Long Bags:

4 x Corner Flags.

In the Small Bag. 8 x poles – 4 x Anchor poles with tethers rope.

Procedure: Both Home and Away Share the duties in setting up the pitch on time, for the first game

It's the responsibility of the Home Team to ensure that 1 Goal Net & Respect Barriers are in Place on both sides of the Pitch, and a litter bin is in place.

It's the responsibility of the Away Team to ensure that 1 Goal Net & corner Flags are in place.

After the final game the reverse of the above to happen with both Home and Away teams in the final game taking the nets and barriers etc down and returning to the DGLL compound and the litter bins returned. Note Nets to be folded and not rolled up.

9v9 Goal Assembly: U13 TEAMS ONLY

In the Box

2 X GOAL Nets

2 x Respect Ropes.

In the Long Bags:

4 x Corner Flags.

In the Small Bag. 8 x poles – 4 x Anchor poles with tethers rope.

Procedure: Home team is responsible for all duties in setting up the pitch on time, for the first game

After the final game the Home team in the final game taking the nets and barriers etc down and returning to the DGLL compound and the litter bins returned.

11v11 Games

The Home team is responsible for providing your own nets, respect barriers and corner flags for all games.

Pitch Provision Display Boards.

Please note, we are human and as such can make mistakes, please always check with On-site DGLL officers.

The DGLL is guided by DCC Pitch Rest and Rotation policies. Pitch Allocations are not a first come first serve basis. Pitch Allocations on GotFootball are for fixture scheduling purposes only. Actual Pitches to be used will be on the Noticeboard.

Only 2 Club Officials are allowed on the ATP courts, please note there always be a provision for emergency situations.

All incidents to be Reported to DGLL Site coordinator.

There will be notices on site reminding teams about the U12 and below NO HEADING Trials.

Associated Help Documents

PLEASE NOTE

Match Day Procedures have changed for Season 22-23. Please read and comply with the revisions listed below which are in addition to the Matchday procedure detailed below. Further procedural notes will come out shortly for those playing at Derby Racecourse.

MATCH PROCEDURE

<https://dgll.tiny.us/ManagerChecklist>

MATCH PROCEDURE UPDATE 22-23

<https://dgll.tiny.us/Matchdayupdate>

SUBSCRIBE TO FINAL SCORES,

this allows you to be notified everytime a match result is submitted.

Currently only available to Ladies Teams

<https://dgll.tiny.us/scoreflashLADIES>

DGLL RULES (GIRLS)

<https://dgll.tiny.us/girlsRULES>

DGLL RULES (LADIES)

<https://dgll.tiny.us/ladiesRULES>

DGLL Ladies Fixtures Web Site

<https://dgll.tiny.us/ladiesFIXTURES>

for team contacts visit the fixture website select fixtures then select Contacts (NOT Contact)

DGLL Youth & Mini Soccer Fixtures Web Site

<https://dgll.tiny.us/girlsFIXTURES>

for team contacts visit the fixture website select fixtures for your age group then select Contacts (NOT Contact)

Referee fees for this season are

Mini Soccer £20

9v9 u12-u13 £25

11v11 u14-u15 £30

11v11 u16-u18 £35

Ladies £45